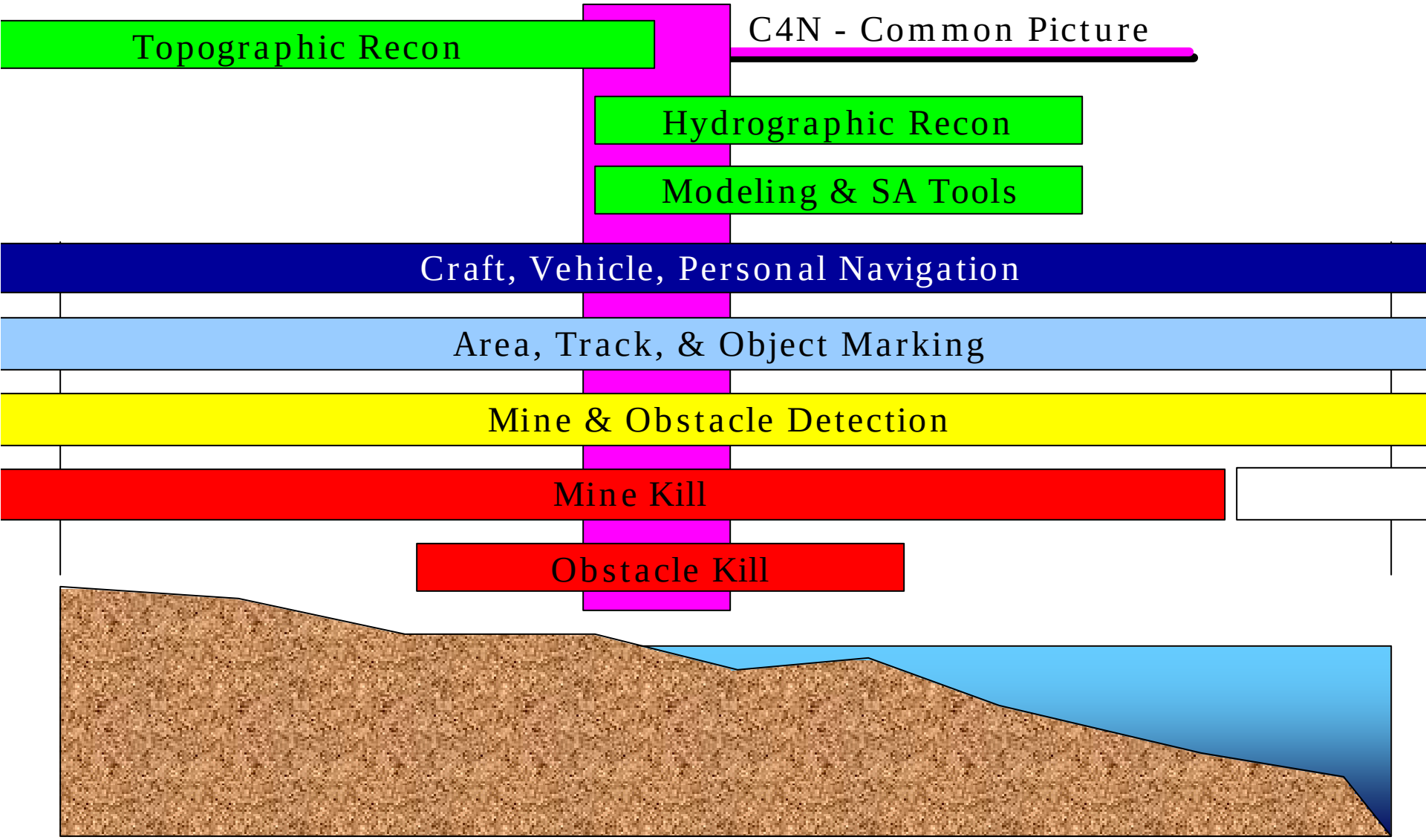
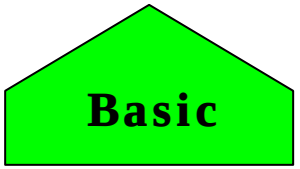
Required Transition Capabilities



Breaching Issues

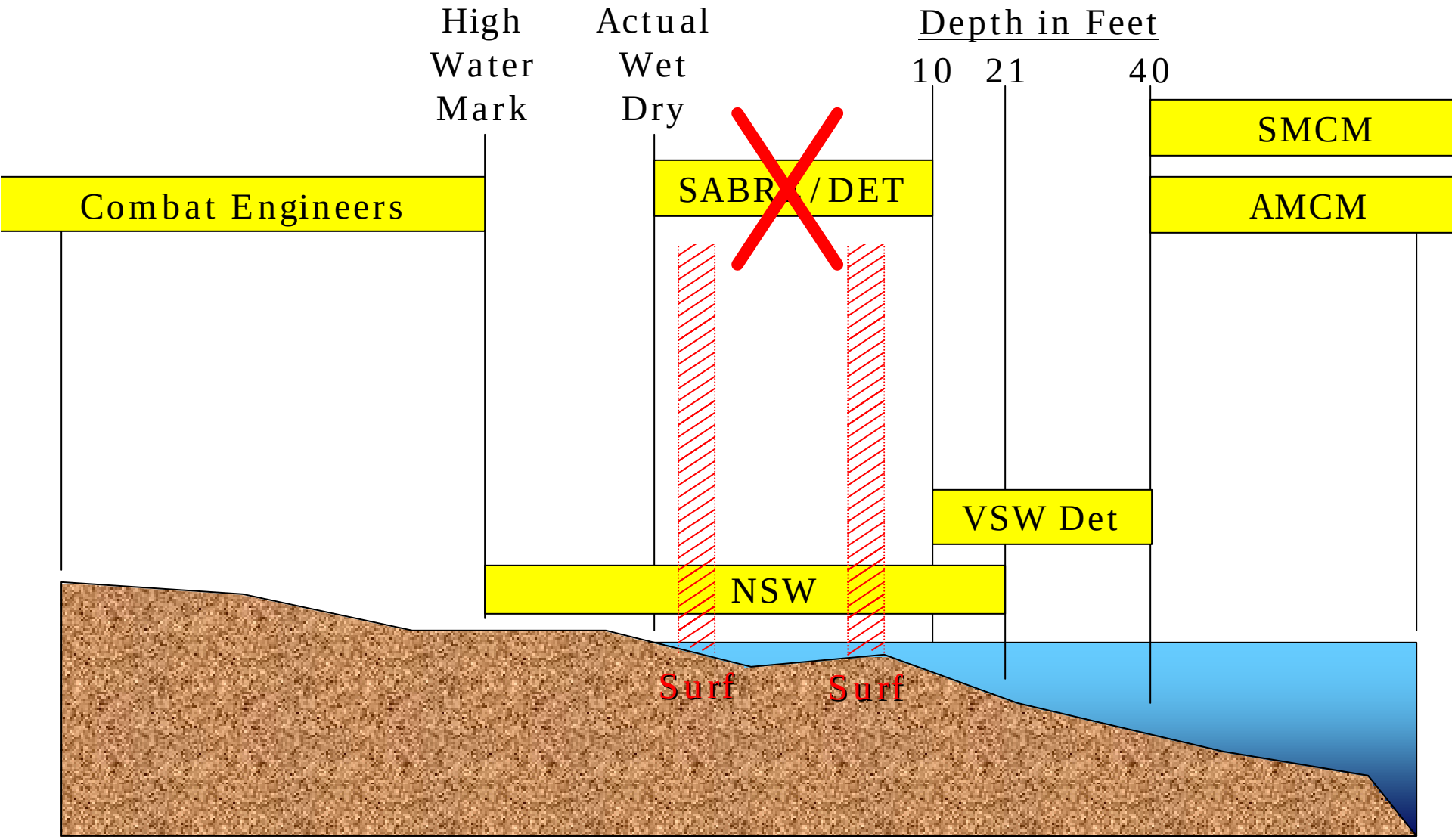
- Lane width & quantity
  - Fleet requirement not established & verified
  - Solution sets highly dependent on geometry & ConOps

- Family of systems - missing parts?
  - Hydrographic reconnaissance
  - Surf Action Zone surveillance/modeling/visualization
  - Craft & vehicle navigation
  - Area, track, & object marking

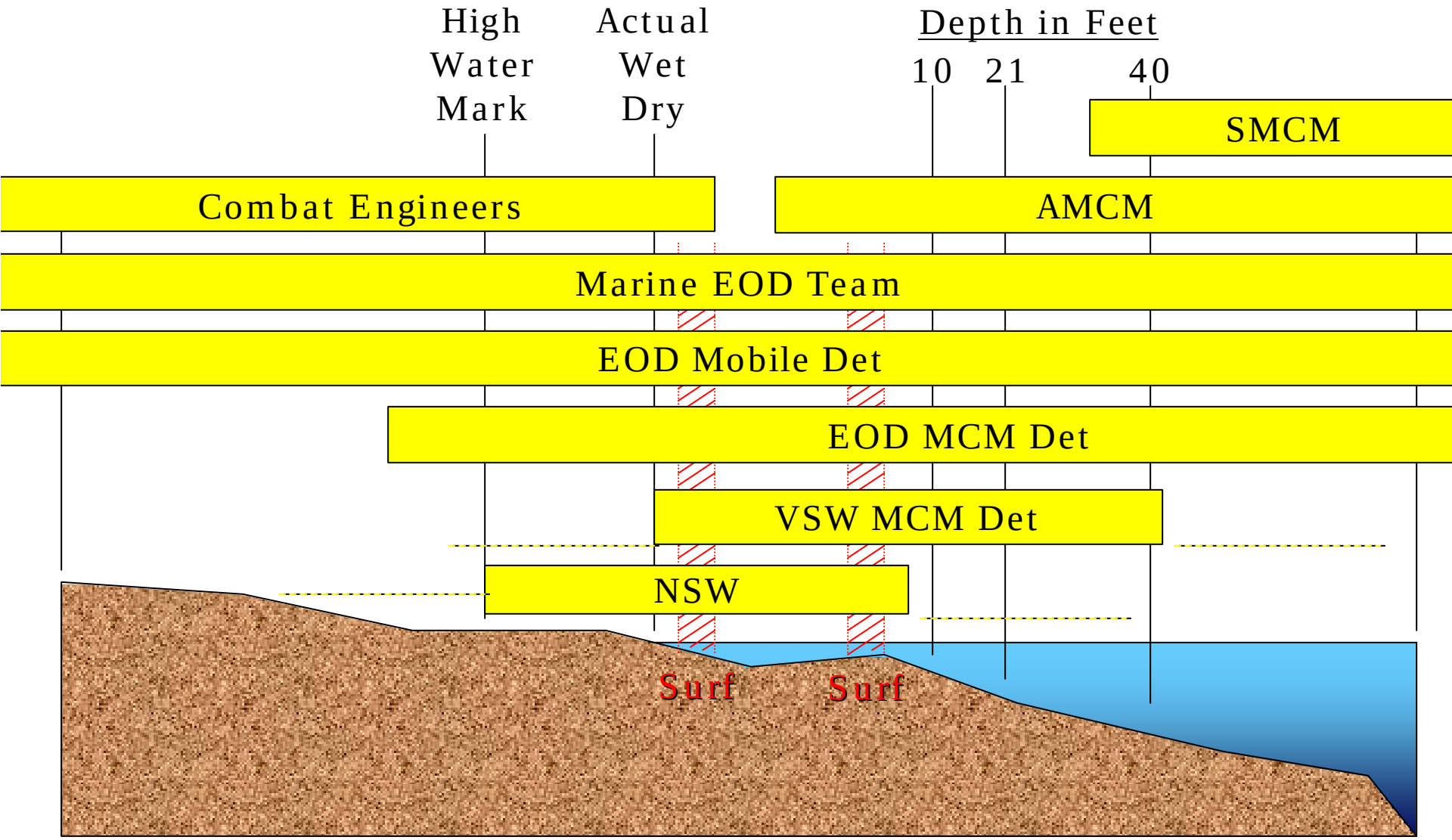


  - Obstacle & mine detection
  - Obstacle neutralization
  - Mine neutralization

Breaching Capabilities: Doctrine



Breaching Capabilities: Reality?



Limitations / Considerations

- Covert / Low Observable / Overt
- Benign / Relatively Benign / Hostile
- Environment
  - day / night
  - sea state
  - surf
  - current
- Footprint / Lift
- Competing Missions

KB03 demo of the operator track capabilities?